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The Lees of Laughter's End

Ian C. Esslemont's prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. The first book of the Path to Ascendancy trilogy, *Dancer's Lament*, focuses on the genesis of the empire and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Great Hunt

A thrilling, harrowing novel of war, intrigue and dark, uncontrollable magic, *Toll the Hounds* is the new chapter in Erikson's monumental series - epic fantasy at its most imaginative and storytelling at its most exciting. In Darujhistan, the city of blue fire, it is said that love and death shall arrive dancing. It is summer and the heat is oppressive, but for the small round man in the faded red waistcoat, discomfiture is not just because of the sun. All is not well. Dire portents plague his nights and haunt the city streets like fiends of shadow. Assassins skulk in alleyways, but the quarry has turned and the hunters become the hunted. Hidden hands pluck the strings of tyranny like a fell chorus. While the bards sing their tragic tales, somewhere in the distance can be heard the baying of Hounds. And in the distant city of Black Coral, where rules Anomander Rake, Son of Darkness, ancient crimes awaken, intent on revenge. It seems Love and Death are indeed about to arrive hand in hand, dancing. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Blood and Bone

The first three tales of Bauchelain and Korbal Broach, the famed necromancers from the Malazan Book of the Fallen, collected in one volume. *BLOOD FOLLOWS* In the port city of Lamentable Moll, a diabolical killer stalks the streets and panic grips the citizens like a fever. As Emancipor Reese's legendary ill luck would have it, his previous employer is the unknown killer's latest victim. But two strangers

have come to town and they have posted in Fishmonger's Round a note, reeking of death-warded magic, requesting the services of a manservant THE HEALTHY DEAD The city of Quaint's zeal for goodness can be catastophic, and no one knows this better than Bauchelain and Korbal Broach, two stalwart champions of all things bad. The homicidal necromancers - and their substance-addled manservant, Emancipor Reese - find themselves ensnared in a scheme to bring goodness into utter ruination. Sometimes you must bring down civilization in the name of civilization. THE LEES OF LAUGHTER'S END After their blissful sojourn in Lamentable Moll, the sorcerors Bauchelain and Korbal Broach - along with their manservant, Emancipor Reese - set out on the open seas aboard the sturdy ship Suncurl. Alas, there's more baggage in the hold than meets the beady eyes of the crew, and unseemly terrors awaken. For Bauchelain, Korbal Broach and Emancipor Reese, it is just one more night on the high seas, on a journey without end. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Reaper's Gale

The ravaged continent of Genabackis has given birth to a terrifying new empire: the Pannion Domin. Like a fanatical tide of corrupted blood, it seethes across the land, devouring all who fail to heed the Word of its elusive prophet, the Pannion Seer. In its path stands an uneasy alliance: Dujek Onearm's Host and the Bridgeburners each now outlawed by the Empress alongside their enemies of old including the grim forces of Warlord Caladan Brood, Anomander Rake, Son of Darkness, and his Tiste Andii, and the Rhivi people of the Plains. But more ancient clans too are gathering. As if in answer to some primal summons, the massed ranks of the undead T'lan Imass have risen. For it would seem something altogether darker and more malign threatens the very substance of this world. The Warrens are poisoned and rumours abound of the Crippled God, now unchained and intent on a terrible revenge Marking the return of many favourite characters from GARDENS OF THE MOON and introducing a host of remarkable new players, MEMORIES OF ICE is a thrilling new chapter in Erikson's magnificent epic fantasy and another triumph of storytelling.

House of Chains

This discounted ebundle includes: Gardens of the Moon, Deadhouse Gates, Memories of Ice, House of Chains "I stand slack-jawed in awe of The Malazan Book of the Fallen." —Glen Cook In this epic fantasy series, Steven Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire, with action and battle scenes among the most brutal and exciting in fantasy. Malazan Book of the Fallen Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* Other books in the world of Malaz by Ian C. Esslemont The Malazan Empire Night of Knives Return of the Crimson Guard Stonewielder Orb Sceptre Throne Blood and Bone Assail Path to Ascendancy Dancer's Lament Deadhouse Landing At the Publisher's request, this title is being sold without Digital Rights Management

Software (DRM) applied.

Orb Sceptre Throne

Drawing on events touched on in the prologue of Steven Erikson's landmark fantasy Gardens of the Moon: A Malazan Book of the Fallen, Night of Knives is the first in Ian C. Esslemont's Novels of the Malazan Empire series--a momentous chapter in the unfolding story of the extraordinarily imagined world of Malaz. The small island of Malaz and its city gave the great empire its name, but now it is little more than a sleepy, backwater port. Tonight, however, things are different. Tonight the city is on edge, a hive of hurried, sometimes violent activity; its citizens bustle about, barring doors, shuttering windows, avoiding any stranger's stare. Because tonight there is to be a convergence, the once-in-a-generation appearance of a Shadow Moon--an occasion that threatens the good people of Malaz with demon hounds and other, darker things. It was also prophesied that this night would witness the return of Emperor Kellanved, and there are those prepared to do anything to prevent this happening. As factions within the greater Empire draw up battle lines over the imperial throne, the Shadow Moon summons a far more ancient and potent presence for an all-out assault upon the island. Witnessing these cataclysmic events are Kiska, a young girl who yearns to flee the constraints of the city, and Temper, a grizzled, battle-weary veteran who seeks simply to escape his past. Each is to play a part in a conflict that will not only determine the fate of Malaz City, but also of the world beyond. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Midnight Tides

Steven Erikson returns to the Malazan world with the second book in a dark and revelatory new epic fantasy trilogy, one that takes place a millennium before the events in his New York Times bestselling Malazan Book of the Fallen. Fall of Light continues to tell the tragic story of the downfall of an ancient realm, a story begun in the critically acclaimed Forge of Darkness. It's a conflicted time in Kurald Galain, the realm of Darkness, where Mother Dark reigns. But this ancient land was once home to many a power and even death is not quite eternal. The commoners' great hero, Vatha Urusander, is being promoted by his followers to take Mother Dark's hand in marriage, but her Consort, Lord Draconus, stands in the way of such ambitions. The impending clash sends fissures throughout the realm. As rumors of civil war burn through the masses, an ancient power emerges from the long dead seas. Caught in the middle of it all are the First Sons of Darkness, Anomander, Andarist, and Silchas Ruin of the Purake Hold. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Helm of Midnight

This followup to Ian C. Esslemont's Blood and Bone is sure to delight Malazan fans. Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Tales of gold discovered in the region's north circulate in every waterfront dive and sailor's tavern, and now countless adventurers and fortune-seekers have set sail in search

of riches. All these adventurers have to guide them are legends and garbled tales of the dangers that lie in wait -- hostile coasts, fields of ice, impassable barriers and strange, terrifying creatures. But all accounts concur that the people of the north meet all trespassers with the sword. And beyond are rumoured to lurk Elder monsters out of history's very beginnings. Into this turmoil ventures the mercenary company, the Crimson Guard. Not drawn by contract, but by the promise of answers: answers to mysteries that Shimmer, second in command, wonders should even be sought. Arriving also, part of an uneasy alliance of Malazan fortune-hunters and Letherii soldiery, comes the bard Fisher kel Tath. And with him is a Tiste Andii who was found washed ashore and cannot remember his past life, yet who commands far more power than he really should. Also venturing north is said to be a mighty champion, a man who once fought for the Malazans, the bearer of a sword that slays gods: Whiteblade. And lastly, far to the south, a woman guards the shore awaiting both her allies and her enemies. Silverfox, newly incarnated Summoner of the undying army of the T'lan Imass, will do anything to stop the renewal of an ages-old crusade that could lay waste to the entire continent and beyond. Casting light on mysteries spanning the Malazan empire, and offering a glimpse of the storied and epic history that shaped it, "Assail" is the final chapter in the epic story of the Empire of Malaz. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Bauchelain and Korbai Broach

Crystal Rain is much-anticipated debut novel by Tobias S. Buckell, one of science fiction's newest and most promising talents. Long ago, so the stories say, the old-fathers came to Nanagada through a worm's hole in the sky. Looking for a new world to call their own, they brought with them a rich mélange of cultures, religions, and dialects from a far-off planet called Earth. Mighty were the old-fathers, with the power to shape the world to their liking---but that was many generations ago, and what was once known has long been lost. Steamboats and gas-filled blimps now traverse the planet, where people once looked up to see great silver cities in the sky. Like his world, John deBrun has forgotten more than he remembers. Twenty-seven years ago, he washed up onto the shore of Nanagada with no memory of his past. Although he has made a new life for himself among the peaceful islanders, his soul remains haunted by unanswered questions about his own identity. These mysteries take on new urgency when the fearsome Azteca storm over the Wicked High Mountains in search of fresh blood and hearts to feed their cruel, inhuman gods. Nanagada's only hope lies in a mythical artifact, the Ma Wi Jung, said to be hidden somewhere in the frozen north. And only John deBrun knows the device's secrets, even if he can't remember why or how! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crystal Rain

There is turmoil in the Wastelands as the exiled Malazan army marches against an unseen enemy, the White Face clan faces rebellion in the south, the Perish Grey Helms encounter the Bonehunters, and members of the Elder Race seek help from humans. Reprint.

The Wurms of Blearmouth

Best selling author Steven Erikson returns with the latest in the morbid history of the Malazan Empire In Northern Genabackis, a raiding party of savage tribal warriors descends from the mountains into the southern flatlands. Their intention is to wreak havoc amongst the despised lowlanders, but for the one named Karsa Orlong it marks the beginning of what will prove to be an extraordinary destiny. Some years later, it is the aftermath of the Chain of Dogs. Tavore, the Adjunct to the Empress, has arrived in the last remaining Malazan stronghold of Seven Cities. New to command, she must hone twelve thousand soldiers, mostly raw recruits but for a handful of veterans of Coltaine's legendary march, into a force capable of challenging the massed hordes of Sha'ik's Whirlwind who lie in wait in the heart of the Holy Desert. But waiting is never easy. The seer's warlords are locked into a power struggle that threatens the very soul of the rebellion, while Sha'ik herself suffers, haunted by the knowledge of her nemesis: her own sister, Tavore. And so begins this awesome new chapter in Steven Erikson's acclaimed Malazan Book of the Fallen . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Malazan Book of the Fallen: Books 1-4

Blood Follows

The climax to the epic Malazan Book of the Fallen series that will determine how the world is ruled. Savaged by the K'Chain Nah'Ruk, the Bonehunters march for Kolanse, where waits an unknown fate. Tormented by questions, the army totters on the edge of mutiny, but Adjunct Tavore will not relent. One final act remains, if it is in her power, if she can hold her army together, if the shaky allegiances she has forged can survive all that is to come. A woman with no gifts of magic, deemed plain, unprepossessing, displaying nothing to instill loyalty or confidence, Tavore Paran of House Paran means to challenge the gods - if her own troops don't kill her first. Awaiting Tavore and her allies are the Forkrul Assail, the final arbiters of humanity. Drawing upon an alien power terrible in its magnitude, they seek to cleanse the world, to annihilate every human, every civilization, in order to begin anew. They welcome the coming conflagration of slaughter, for it shall be of their own devising, and it pleases them to know that, in the midst of the enemies gathering against them, there shall be betrayal. In the realm of Kurald Galain, home to the long lost city of Kharkanas, a mass of refugees stand upon the First Shore. Commanded by Yedan Derryg, the Watch, they await the breaching of Lightfall, and the coming of the Tiste Liosan. This is a war they cannot win, and they will die in the name of an empty city and a queen with no subjects. Elsewhere, the three Elder Gods, Kilmandaros, Errastas and Sechul Lath, work to shatter the chains binding Korabas, the Otataral Dragon, from her eternal prison. Once freed, she will rise as a force of devastation, and against her no mortal can stand. At the Gates of Starvald Demelain, the Azath House sealing the portal is dying. Soon will come the Eleint, and once more, there will be dragons in the world. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Forge of Darkness

THE THIRD NOVEL IN THE HIGHLY ACCLAIMED BOOKS OF BABEL SERIES, SET IN A LABYRINTHINE WORLD OF MENACE AND WONDER. 'It is not merely a 5* book, it's a masterpiece' Mark Lawrence 'A vibrant, wholly original, and expertly crafted novel that transcends genre fantasy. It is an instant literary classic' Fantasy Book Review Thomas Senlin and his crew have been separated following the orders of the mysterious Sphinx. Meanwhile, the enslaved hods climb the Black Trail and whisper secrets in the dark. As Senlin and his crew are dragged ever further into the Tower's conspiracies, everything falls to one question: who is the Hod King? Praise for the series: 'Josiah Bancroft is a magician. His books are that rare alchemy: gracefully written, deliriously imaginative, action-packed, warm, witty and thought-provoking' Madeline Miller, author of Circe 'I'm wildly in love with this book' - Pierce Brown, author of Red Rising 'Brilliant' - Publishers Weekly 'I loved it' - Django Wexler, author of The Thousand Names 'A universe of stars out of five' Superstar Drifter 'These books are absolutely incredible' - The Quill to Live 'Spectacular . . . fabulously gripping' - BookBag 'An impressive display of imagination and humour' - SciFiNow 'An engrossing, intoxicating delight' - Forbidden Planet

The Boy, the Wolf, and the Stars

A clash of warriors draws closer as Rhulad Sengar, the Emperor of a Thousand Deaths, spirals into madness, surrounded by sycophants and agents of his Machiavellian chancellor. Against this backdrop, a band of fugitives seek a way out of the empire, but on

The Malazan Book of the Fallen - Collection 2

John Podlaski's encore Vietnam War novel brings back John ('Polack') Kowalski, the central character in 'Cherries', and introduces us to Louis ('LG') Gladwell, his irrepressible black friend. Polack and LG are a 'Salt and Pepper' team, best buddies and brothers in a way that only those who have fought side-by-side in a war can ever truly understand. The year is 1970, and the story follows the two soldiers - impressionable Detroit teenagers - during their long night in a Listening Post ('LP'), some 500 meters beyond the bunker line of the new firebase. Their assignment as a "human early warning system", is to listen for enemy activity and forewarn the base of any potential dangers. As they were new to the "Iron Triangle" and its reputation, little did they know that units before them lost dozens of soldiers in this nightly high-risk task and referred to those assigned as "bait for the enemy" and "sacrificial lambs". Sitting in the pitch black tropical jungle - with visibility at less than two feet - John's imagination takes hold throughout the agonizing night, and at times, transports him back to some of his most vivid childhood memories - innocent, but equally terrifying at the time. As kids, we instinctively run as fast as we can to escape imaginary or perceived danger, but as soldiers, men are trained to conquer their fears and develop the confidence to stand their ground and fight. Running is not an option. In 'When Can I Stop Running?' the author juxtaposes his nightmarish hours in the bush with some of his most heart-pounding childhood escapades. Readers will relate to the humorous childish antics with amusement; military veterans will find themselves relating to both of the entertaining and

compelling recollections.

Dancer's Lament

The epic new chapter in the history of Malaz—the new epic fantasy from Steven Erikson's friend and co-creator of this extraordinary and exciting imagined world. Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens free to return to politicking, bickering, trading and, above all, enjoying the good things in life. Yet there are those who will not allow the past to remain buried. A scholar digging in the plains stumbles across an ancient sealed vault. The merchant Humble Measure schemes to drive out the remaining Malazan invaders. And the surviving agents of a long-lost power are stirring, for they sense change and so, opportunity. While, as ever at the centre of everything, a thief in a red waistcoat and of rotund proportions walks the streets, juggling in one hand custard pastries, and in the other the fate of the city itself. Far to the south, fragments of the titanic Moon's Spawn have crashed into the Rivan Sea creating a series of isles and a fortune hunter's dream. A Malazan veteran calling himself 'Red' ventures out to try his luck—and perhaps say goodbye to old friends. But there he finds far more than he'd bargained for as the rush to claim the Spawn's treasures descends into a mad scramble of chaos and bloodshed. For powers from across the world have gathered here, searching for the legendary Throne of Night. The impact of these events are far reaching, it seems. On an unremarkable island off the coast of Genabackis, a people who had turned their backs upon all such strivings now lift their masked faces towards the mainland and recall the ancient prophesy of a return. And what about the ex-Claw of the Malazan Empire who now walks the uttermost edge of creation? His mission—the success or failure of which the Queen of Dreams saw long ago—is destined to shape far more than anyone could have ever imagined. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Dust of Dreams

A new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen, *The Wurms of Blearmouth*. Tyranny comes in many guises, and tyrants thrive in palaces and one-room hovels, in back alleys and playgrounds. Tyrants abound on the verges of civilization, where disorder frays the rule of civil conduct and propriety surrenders to brutal imposition. Millions are made to kneel and yet more millions die horrible deaths in a welter of suffering and misery. But leave all that behind and plunge into escapist fantasy of the most irrelevant kind, and in the ragged wake of the tale told in *Lees of Laughter's End*, those most civil adventurers, Bauchelain and Korbal Broach, along with their suitably phlegmatic manservant, Emancipor Reese, make gentle landing upon a peaceful beach, beneath a quaint village at the foot of a majestic castle. There they make acquaintance with the soft-hearted and generous folk of Spendrugle, which lies at the mouth of the Blear River and falls under the benign rule of the Lord of Wurms in his lovely keep. Make welcome, then, to Spendrugle's memorable residents, including the man who should have stayed dead, the woman whose prayers should never have been answered, the tax collector everyone ignores, the ex-husband town militiaman who never married, the beachcomber who lives in his own beard, and the now singular lizard cat who used to be plural, and the girl who

likes to pee in your lap. And of course, hovering over all, the denizen of the castle keep, Lord—Ah, but there lies this tale. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Bonehunters

Soon to be an original series starring Rosamund Pike as Moiraine! Robert Jordan's #1 New York Times bestselling epic fantasy series, The Wheel of Time®, continues as Rand al'Thor and his companions set out to retrieve a powerful magical artifact from The Dark One's Shadowspawn in The Great Hunt. For centuries, gleemen have told the tales of The Great Hunt of the Horn. So many tales about each of the Hunters, and so many Hunters to tell of Now the Horn itself is found: the Horn of Valere long thought only legend, the Horn which will raise the dead heroes of the ages. And it is stolen. In pursuit of the thieves, Rand al'Thor is determined to keep the Horn out of the grasp of The Dark One. But he has also learned that he is The Dragon Reborn—the Champion of Light destined to stand against the Shadow time and again. It is a duty and a destiny that requires Rand to uncover and master magical capabilities he never imagined he possessed. Since its debut in 1990, The Wheel of Time® has captivated millions of readers around the globe with its scope, originality, and compelling characters. The last six books in series were all instant #1 New York Times bestsellers, and The Eye of the World was named one of America's best-loved novels by PBS's The Great American Read. The Wheel of Time® New Spring: The Novel #1 The Eye of the World #2 The Great Hunt #3 The Dragon Reborn #4 The Shadow Rising #5 The Fires of Heaven #6 Lord of Chaos #7 A Crown of Swords #8 The Path of Daggers #9 Winter's Heart #10 Crossroads of Twilight #11 Knife of Dreams By Robert Jordan and Brandon Sanderson #12 The Gathering Storm #13 Towers of Midnight #14 A Memory of Light By Robert Jordan Warrior of the Altai By Robert Jordan and Teresa Patterson The World of Robert Jordan's The Wheel of Time By Robert Jordan, Harriet McDougal, Alan Romanczuk, and Maria Simons The Wheel of Time Companion By Robert Jordan and Amy Romanczuk Patterns of the Wheel: Coloring Art Based on Robert Jordan's The Wheel of Time At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Malazan Empire Series

Vast legions of gods, mages, humans, dragons and all manner of creatures play out the fate of the Malazan Empire in this first book in a major epic fantasy series. The Malazan Empire simmers with discontent, bled dry by interminable warfare, bitter infighting and bloody confrontations with the formidable Anomander Rake and his Tiste Andii, ancient and implacable sorcerers. Even the imperial legions, long inured to the bloodshed, yearn for some respite. Yet Empress Laseen's rule remains absolute, enforced by her dread Claw assassins. For Sergeant Whiskeyjack and his squad of Bridgeburners, and for Tattersail, surviving cadre mage of the Second Legion, the aftermath of the siege of Pale should have been a time to mourn the many dead. But Darujhistan, last of the Free Cities of Genabackis, yet holds out. It is to this ancient citadel that Laseen turns her predatory gaze. However, it would appear that the Empire is not alone in this great game. Sinister, shadowbound forces are gathering as the gods themselves prepare to play their hand. Conceived and written on a panoramic scale, Gardens of the Moon is epic

fantasy of the highest order--an enthralling adventure by an outstanding new voice. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

When Can I Stop Running?

West of Theft, on a vast stretch of ocean known as the Wastes, the free-ship Suncurl pilots its way along the Lees of Laughter's end, away from the city of Lamentable Moll. Aboard the ship, three passengers have become the subject of the crew's gossip: the luckless manservant Emancipor Reese, and his masters, the homicidal necromancers known as Bauchelain and Korbal Broach. But a bizarre force pursues them along the cursed sea-lane known as Laughter's End, even as an arcane thing awakens aboard the Suncurl. What secrets do the captain and her First Mate conceal from the rest of the crew? What lurks in the darkness of the ship's hold? And what of the eunuch's strange behavior or his frightening offspring? Skyhorse Publishing, under our Night Shade and Talos imprints, is proud to publish a broad range of titles for readers interested in science fiction (space opera, time travel, hard SF, alien invasion, near-future dystopia), fantasy (grimdark, sword and sorcery, contemporary urban fantasy, steampunk, alternative history), and horror (zombies, vampires, and the occult and supernatural), and much more. While not every title we publish becomes a New York Times bestseller, a national bestseller, or a Hugo or Nebula award-winner, we are committed to publishing quality books from a diverse group of authors.

Memories of Ice

The Sixth Book of the epic Malazan Book of the Fallen from bestselling author Steven Erikson. In The Bonehunters, in the ever decimating Malazan Empire, a war is brewing between mortal and immortals, gods and mages, that will decide once and for all who shall exist and who shall perish. The Seven Cities Rebellion has been crushed. Sha'ik is dead. One last rebel force remains, holed up in the city of Y'Ghatan and under the fanatical command of Leoman of the Flails. The prospect of laying siege to this ancient fortress makes the battle-weary Malaz 14th Army uneasy. For it was here that the Empire's greatest champion Dasseem Ultor was slain and a tide of Malazan blood spilled. A place of foreboding, its smell is of death. But elsewhere, agents of a far greater conflict have made their opening moves. The Crippled God has been granted a place in the pantheon, a schism threatens and sides must be chosen. Whatever each god decides, the ground-rules have changed, irrevocably, terrifyingly and the first blood spilled will be in the mortal world. A world in which a host of characters, familiar and new, including Heboric Ghost Hands, the possessed Apsalar, Cutter, once a thief now a killer, the warrior Karsa Orlong and the two ancient wanderers Icarium and Mappo--each searching for such a fate as they might fashion with their own hands, guided by their own will. If only the gods would leave them alone. But now that knives have been unsheathed, the gods are disinclined to be kind. There shall be war, war in the heavens. And, the prize? Nothing less than existence itself Here is the stunning new chapter in Steven Erikson magnificent Malazan Book of the Fallen--hailed as an epic of the imagination and acknowledged as a fantasy classic in the making. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Crippled God

In Kurald Galain, commoner hero Vatha Urusander aspires to take the hand of the reigning Mother Dark, but since she has already taken Lord Draconus as consort, the threat of civil war rises, all while an ancient power rises from the sea.

Memories of Ice

A Thaumaturg expedition to tame the jungle wilderness of the Himatan prompts young Saeng and her brother on a desperate mission to reclaim a forgotten past heritage under the rule of an ancient and powerful goddess.

Memories of Ice

A new publication of the definitive translation of Homer's epic brings the ancient poem to life, chronicling the Greek siege of the Trojan city state and the war that ensued.

Willful Child

_____ The necromancers Bauchelain and Korbal Broach - scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent and modest personifications of evil - have a lot to answer for and answer they will, but first they must lie, murder and cheat their way through three more escapades in some of the more deprived fringes and impoverished communities of the Malazan Empire. Much to the shame of their long-suffering general factotum, Emancipoor Reese Here then - for readers' delectation and entertainment - are those escapades, namely the novellas The Crack'd Pot Trail, The Wurms of Blearmouth and The Fiends of Nightmaria . . .

Assail

A whimsical space-opera spoof follows the misadventures of not-terribly-bright but exceedingly cocksure Captain Hadria Sawback and his motley crew aboard the starship Willful Child as they plant the Terran flag on subjugated alien worlds.

Deadhouse Landing

This discounted ebundle includes: Night of Knives, Return of the Crimson Guard, Stonewielder, Orb Sceptre Throne, Blood and Bone, Assail An epic adventure in the extraordinarily imagined world of Malaz! Ian C. Esslemont co-created the world of Malaz with his friend Steven Erikson, and Esslemont's Novels of the Malazan Empire are set in the same world as Erikson's Malazan Book of the Fallen. Night of Knives On the highly prophesized night of the Shadow Moon, the various sects of the shore city prepare for what they fear could be a collision of ancient worlds and demons. Return of the Crimson Guard The return of the mercenary company, the Crimson Guard, could not have come at a worse time for a Malazan Empire exhausted by warfare and weakened by betrayals and rivalries. There are those who wonder whether the Empress Laseen might not be losing her grip on power

Stonewielder Greymane believed he'd outrun his past. With his school for swordsmanship in Falar, he was looking forward to a quiet life, despite his colleague Kyle's misgivings. However, it seems it is not so easy for an ex-Fist of the Malazan Empire to disappear, especially one under sentence of death. Orb Sceptre Throne Darujhistan, city of dreams, city of blue flames, is peaceful at last; its citizens are free to return to politicking, bickering, trading, and enjoying the good things in life. Yet there are those who will not allow the past to remain buried Blood and Bone On the continent of Jacuruku, the Thaumaturgs have mounted yet another expedition to tame the neighboring wild jungle. Yet this is no normal wilderness. It is called Himatan, and it is said to be half of the spirit realm and half of the earth. Assail Tens of thousands of years of ice is melting, and the land of Assail, long a byword for menace and inaccessibility, is at last yielding its secrets. Countless adventurers and fortune-seekers have set sail in search of riches Other Tor books by Ian C. Esslemont Path to Ascendancy Dancer's Lament Deadhouse Landing Other books in the world of Malaz by Steven Erikson Malazan Book of the Fallen Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God The Kharkanas Trilogy Forge of Darkness Fall of Light Walk in Shadow* At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Hod King

The Fiends of Nightmaria is a new novella from New York Times bestselling author Steven Erikson, set in the world of the Malazan Book of the Fallen. The king is dead, long live King Bauchelain the First, crowned by the Grand Bishop Korbal Broach. Both are, of course, ably assisted in the running of the Kingdom of Farrog by their slowly unravelling servant, Emancipor Reese. However, tensions are mounting between Farrog and the neighboring country of Nightmaria, the mysterious home of the Fiends. Their ambassador, Ophal D Neeth Flatroq, seeks an audience with King Bauchelain, who has thus far rebuffed his overtures. But the necromancer has some other things on his plate. To quell potential rebellion nearly all the artists, poets, and bards in the city have been put to death. A few survivors languish in the dungeons, bemoaning their fates. Well, just moaning in general really and maybe plotting escape and revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Fall of Light

Marking the return of many characters from Gardens of the Moon and introducing a host of remarkable new players, Memories of Ice is both a momentous new chapter in Steven Erikson's magnificent epic fantasy and a triumph of storytelling. The ravaged continent of Genabackis has given birth to a terrifying new empire: the Pannion Domin. Like a tide of corrupted blood, it seethes across the land, devouring all. In its path stands an uneasy alliance: Onearm's army and Whiskeyjack's Bridgeburners alongside their enemies of old--the forces of the Warlord Caladan Brood, Anomander Rake and his Tiste Andii mages, and the Rhivi people of the plains. But ancient undead clans are also gathering; the T'lan Imass have risen. For it would seem something altogether darker and more malign threatens this world. Rumors abound that the Crippled God is now unchained and

intent on a terrible revenge. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Iliad

The second novel in the awe-inspiring Malazan Book of the Fallen series. "Gripping, fast-moving, delightfully dark, with a masterful and unapologetic brutality reminiscent of George R. R. Martin." -- Elizabeth Haydon In the vast dominion of Seven Cities, in the Holy Desert Raraku, the seer Sha'ik and her followers prepare for the long-propheesied uprising known as the Whirlwind. Unprecedented in size and savagery, this maelstrom of fanaticism and bloodlust will embroil the Malazan Empire in one of the bloodiest conflicts it has ever known, shaping destinies and giving birth to legends . . . Set in a brilliantly realized world ravaged by dark, uncontrollable magic, *Deadhouse Gates* is a novel of war, intrigue and betrayal confirms Steven Eirkson as a storyteller of breathtaking skill, imagination and originality--a new master of epic fantasy. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Deadhouse Gates

MEMORIES OF ICE The ravaged continent of Genabackis has given birth to a terrifying new empire:the Pannion Domin. But something more malign threatens this world. The Warrens are poisoned and rumours abound that the Crippled God is unchained and intent on revenge HOUSE OF CHAINS In Northern Genabackis, a raiding party of tribal warriors descends from the mountains into the southern lands. For one among them - Karsa Orlong - it is the beginning of an extraordinary destiny 'Homeric in scope and visiona story that never fails to thrill and entertaina saga that lives up to its name, both intellectually and in its dramatic, visually rich and lavish storytelling' SFSITE

Legend of the Galactic Heroes, Vol. 10

A third volume of the fantasy epic that began with *Gardens of the Moon* finds the uneasy alliance between Onearm's army and Whiskeyjack's Bridgeburners against the Pannion Domin empire further challenged by rumors that the Crippled God has escaped and is out for revenge. Simultaneous.

Gardens of the Moon

A legendary serial killer stalks the streets of a fantastical city in *The Helm of Midnight*, the stunning first novel in a new trilogy from acclaimed author Marina Lostetter. In a daring and deadly heist, thieves have made away with an artifact of terrible power—the death mask of Louis Charbon. Made by a master craftsman, it is imbued with the spirit of a monster from history, a serial murderer who terrorized the city with a series of gruesome murders. Now Charbon is loose once more, killing from beyond the grave. But these murders are different from before, not simply random but the work of a deliberate mind probing for answers to a sinister question. It is up to Krona Hirvath and her fellow Regulators to enter the mind of madness to stop this insatiable killer while facing the terrible truths left in

his wake.

The Second Collected Tales of Bauchelain & Korbal Broach

It is an undeniable truth: give evil a name and everyone's happy. Give it two names and why, they're even happier. Intrepid necromancers Bauchelain and Korbal Broach, scourges of civilization, raisers of the dead, reapers of the souls of the living, devourers of hope, betrayers of faith, slayers of the innocent, and modest personifications of evil, have a lot to answer for and answer they will. Known as the Nehemoth, they are pursued by countless self-professed defenders of decency, sanity, and civilization. After all, since when does evil thrive unchallenged? Well, often—but not this time. Hot on their heels are the Nehemothanai, avowed hunters of Bauchelain and Korbal Broach. In the company of a gaggle of artists and pilgrims, stalwart Mortal Sword Tulgord Vise, pious Well Knight Arpo Relent, stern Huntsman Steck Marynd, and three of the redoubtable Chanter brothers (and their lone sister) find themselves faced with the cruelest of choices. The legendary Crack'd Pot Trail, a stretch of harsh wasteland between the Gates of Nowhere and the Shrine of the Indifferent God, has become a tortured path of deprivation. Will honor, moral probity, and virtue prove champions in the face of brutal necessity? No, of course not. Don't be silly. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Stonewielder

Esslemont's new prequel trilogy takes readers deeper into the politics and intrigue of the New York Times bestselling Malazan Empire. Dancer's Lament focuses on the genesis of the empire, and features Dancer, the skilled assassin, who, alongside the mage Kellanved, would found the Malazan empire.

Night of Knives

As war threatens the land and Greymane tries to outrun his past, and the death sentence it carries, a new emperor of Malaz hopes to redeem the failed invasion of Korel with a secret weapon lying in the vaults beneath the Imperial capital: Stonewielder. By the best-selling author of Return of the Crimson Guard.

Toll the Hounds

After decades of internecine warfare, the tribes of the Tiste Edur have at last united under the Warlock King of the Hiroth. There is peace—but it has been exacted at a terrible price: a pact made with a hidden power whose motives are at best suspect, at worst, deadly. To the south, the expansionist kingdom of Lether, eager to fulfill its long-prophesized renaissance as an Empire reborn, has enslaved all its less-civilized neighbors with rapacious hunger. All, that is, save one—the Tiste Edur. And it must be only a matter of time before they too fall—either beneath the suffocating weight of gold, or by slaughter at the edge of a sword. Or so destiny has decreed. Yet as the two sides gather for a pivotal treaty neither truly wants, ancient forces are awakening. For the impending struggle between these two

peoples is but a pale reflection of a far more profound, primal battle--a confrontation with the still-raw wound of an old betrayal and the craving for revenge at its seething heart. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Crack'd Pot Trail

A boy and his pet fox go on a quest to find a wolf who has eaten all the Stars in the sky before the Shadow Witch destroys the Stars and removes good magic from the world forever, perfect for fans of *The Girl Who Drank the Moon* and *Nevermoor*. Long ago, the land of Ulv was filled with magic. But that was before a wolf ate all the Stars in the night sky, ridding the world of magic and allowing Shadow Creatures, beasts made of shadow and evil, to flourish. Twelve-year-old Bo knows the stories but thinks the Stars and the wolf who ate them are nothing more than myths—until the day Bo's guardian, Mads, is attacked by a giant wolf straight from the legends. With his dying breath, Mads tells Bo that Ulv is in danger and the only way to prevent the Shadow Creatures from taking over is to return the Stars to the sky. And so Bo—accompanied by his best friend, a fox called Nix, a girl named Selene whose magic is tied to the return of the Stars, and Tam, a bird-woman who has vowed to protect Bo at all costs—sets off on a quest to find the three magical keys that will release the Stars. But Bo isn't the only one who wants the Stars, and the friends soon find themselves fleeing angry villagers, greedy merchants, and a vengeful wolf. And all the while, an evil witch lurks in the shadows and time is running out.

The Fiends of Nightmaria

Having taken his devoted confidant Hildegard von Lohengramm as his empress, Kaiser Reinhard awaits the birth of his heir. Much remains to trouble him, from the ongoing campaign of terror by Church of Terra diehards to the machinations of an erstwhile landesherr, and there are ominous signs that his own condition may be graver than anyone suspects. Nevertheless, it seems that peace has finally come to the New Galactic Empire. Meanwhile, in the Iserlohn Republic, Julian Mintz, successor to Yang the Magician, resolves to begin the first and final battle fought on the republic's terms—the world-shaking conclusion to the *Legend of the Galactic Heroes*. -- VIZ Media

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